

INSTRUCTION MANUAL

P-47™ is a horizontal conversion kit

P-47[™] is a trademark of Jaleco USA Inc. ©1988 Jaleco Ltd.

P-47™ is a one or two player horizontal video game. A list of components and instructions are provided with this kit for your ease of installation. Using your existing cabinet and monitor, your finished product should look and play like a new game.

Jaleco, USA

	KIT CONTENTS					
Qty.	Description	Part #				
1	PCB, P-47™	1521				
_2	8-Way Rotary Joystick	1522				
_ 3	Red Pushbutton Assemblies	1523				
3	Yellow Pushbutton Assemblies	1524				
1	Wiring Harness	1525				
1	PCB Cage (FCC required)	1526				
_1	P-47™ Marquee	1527				
_2	Side Panel Graphics (Left & Right)	1528				
_ 1	Control Panel Overlay	1529				
1	Underlay Card (CRT)	1530				
1	Control Panel Instruction Card	1531				
1	Instruction Manual	1533				

SPECIFIC REQUIREMENTS

Monitor — Horizontal, Negative Composite Sync Input

Power Supply — +5 VAC @ 7 Amp +12 VAC @ 1 Amp -5 VAC @ 5 Amp (Min)

WARNING

- 1) Make sure power is OFF
- 2) Monitor and coin acceptors are functional
- 3) Never expose PC board to direct sunlight
- 4) Make sure game is properly grounded
- 5) Do not use tester to check PC board

INSTALLATION INSTRUCTIONS

Cabinet

- Remove all graphics trom pre-existing game. Inspect cabinet for any gouges or chips.
 Fill in as required with wood putty. Wipe cabinet clean and repaint if necessary.
- Apply the side graphics, using a straight edge as a guide line. Apply the decals to each side of cabinet.
- Using the old marquee from the previous game, place it on top of the new one. Mark to proper size, making sure that the title "P-47™" is not excluded. Proceed to cut the plexi. Before installing the marquee replace all burned-out bulbs.

Control Panel

- Remove control panel and remove old buttons, joysticks, and wiring. Strip off the old lexan overlay and any vinyl stickers.
- Prepare control panel surface by using sandpaper, making sure that the surface remains from the previous game are completely gone.
- Figure 1 is a suggested panel layout—use it if possible (if not, use your own discretion).
 Any remaining holes that are not being used, fill with wood blocks, putty, cardboard or epoxy.
- Apply the overlay to the control panel, making sure no air bubbles are present. Next, install the buttons stickers on the control panel in their proper locations. Replace joysticks and buttons and return control panel to the game.

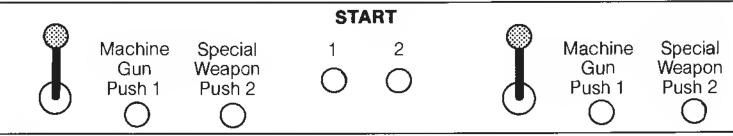


Figure 1

Control Panel Layout

Two 8-Way Joysticks Left-hand button to fire the machine gun Right-hand button to utilize other weapons

WIRING PROCEDURES

Disconnect the old wiring harness from the CPU board. Remove the board. Carefully note the function of each wire. Use the schematic from the previous game. Label all wires to avoid confusion.

To wire the P-47™ kit into the cabinet, the following steps are provided:

- Leaving several inches of wire from the old wiring harness at each connector, cut the
 wires near the game's coin door, monitor, player panel, speaker and power supply.
 Do NOT cut the other side of these wires at the CPU board end.
- An edge-connector schematic drawing is provided in this manual for your ease of rewiring.
- Using the new wiring harness, solder wires to the coin door, monitor, control panel, speaker and power supply, making sure all connections are taped to avoid them shorting out.

WIRING TO POWER SUPPLY

- Locate the +5V leads color-coded RED and install them to the proper position on the power supply.
- Next, locate the +12V leads color-coded BLUE and install them to the proper position on the power supply as well.
- Last, position a BLACK ground wire from the harness and connect it. A continuous ground wire should be installed to every electronic component.

SETTING DIP SWITCHES

- Before installing the PCB refer to the dip switch setting, and adjust the game to the specifications
- Sound may also be adjusted by turning the volume control either clockwise or counterclockwise.

INSTALLING THE FCC CAGE ASSEMBLY

- Mount the FCC cage to the inside wall of the cabinet, making sure that there is no direct heat source and good ventilation, if not, damage to the board will result and void the warranty.
- Next mount the PCB making sure the edge-connector has enough room for connection.
- Plug the wiring harness onto the CPU board. Use plastic wire guides to support the harness.
- Position the FCC cage over the PCB and secure it with screws to the cabinet, making sure no wires are pinched.
- Before you apply power to the game, remove the main harness edge connector from the PCB.
- Apply power to the game and measure the +5 volts at the edge connector and adjust to +5.15 VAC using a digital multi-meter. Measure the +12 and -5 VAC wires to be certain they are connected properly.
- Turn power off to game and re-connect the edge connector.
- Turn on power to the game and coin it up. Test all the controls and sound for proper operation.

SERVICE INFORMATION

To obtain replacement parts, please contact your distributor.

For technical service contact Jaleco's customer service department during the hours of 9 AM - 5 PM Central Time at (312) 647-7077.

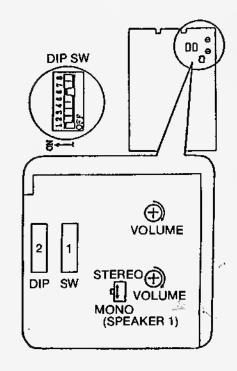
Thank you for your purchase of a Jaleco USA Inc. P-47™.

Edge Connector Diagram

(Edge Connector of Jamma Specs.)

Component Side Solder Side **GND** GND 2 GND. **GND** В Headphone L&R (-) 3 C +57 +5V 4 D +5V **+5V** 5 Ε 6 F +12V +12V 7 **Key To Prevent** Key To Prevent Erroneous Insertion Erroneous Insertion 8 Coin Meter #2 Coin Meter #1 9 K Speaker 1 (+) 10 Speaker 1 (-) Headphone L (+) 11 M Video Red 12 Video Green Ν Video Blue Video Sync 13 Ρ Service Switch Video GND 14 R 15 S Coin SW #1 T Coin SW #2 16 2P Start 1P Start 17 2P Up 1P Up ٧ 18 1P Down 19 2P Down W 1P Left 20 Χ 2P Left 2P Right 1P Right 21 Υ

	The	
Phantom	Fighter	P-47™



Speaker 2 (+) Headphone R (+)	1	2	Speaker 2 (-)	

22

23

24

25

26

27

28

Ζ

а

b

C

d

е

2P Push 1

2P Push 2

GND

GND

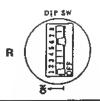
1P Push 1

1P Push 2

GND

GND

The Phantom Fighter P-47™



Be sure to turn off the power before resetting DIP switches.

DIP Switch #1		1	2	3	4	5	6	7	8
	1 Coin - 1 Credit	OFF	OFF	OFF					
	1 Coin - 2 Credits	ON	OFF	OFF					
	1 Coin - 3 Credits	OFF	ON	OFF					
First	1 Coin - 4 Credits	ON	ON	OFF					
Coinchute	2 Coins - 1 Credit	OFF	OFF	ON					
	3 Coins - 1 Credit	ON	OFF	ON					
	4 Coins - 1 Credit	OFF	ON	ON					
	Fr e e Play	ON	ON	ON					
	1 Coin - 1 Credit				OFF	OFF	OFF		
	1 Coin - 2 Credits				ON	OFF	OFF		
	1 Coin - 3 Credits				OFF	ON	OFF		
Second	1 Coin - 4 Credits				ON	ON	OFF		
Coinchute	2 Coins - 1 Credit				OFF	OFF	ON		
	3 Coins - 1 Credit				ON	OFF	ON		
	4 Coins - 1 Credit				OFF	ON	ON	<u> </u>	
	Free Play				ON	ON	ON		
Sound in	Necessary							OFF	
Attract Mode	Unecessary							ON	
Player's	D e structible							<u> </u>	OFF
Plane	Invulnerable								ON
DIP Switch #2	·	1	2	3	4	5	6_	7	8
Number of	2 Planes	ON	OFF				<u> </u>	ļ	
Planes for	3 Plan e s	OFF							
Players	4 Planes	OFF							
	5 Planes	ON	ON					-	
Not Used					<u> </u>			<u> </u>	
	Normal	<u> </u>				OFF	OFF	ļ	
Difficulty	Difficult					ON	OFF		
Level	More Difficult		<u> </u>		<u> </u>	OFF	ON		
	Easy				<u> </u>	ON	ON	┞—	
Not Used		<u> </u>				—			0.55
Screen	Normal	<u> </u>		<u> </u>	<u> </u>			<u> </u>	OFF
Display	Reverse						<u> </u>		ON

USER INFORMATION WARNING F.C.C. REGULATION COMPLIANCE

THIS KIT IS INTENDED FOR USE ONLY ON COIN-OPERATED VIDEO GAMES MANUFACTURED AFTER OCTOBER 1, 1983 WHICH HAVE BEEN VERIFIED FOR COMPLIANCE WITH REQUIREMENTS IN PART 15 OF F.C.C. RULES FOR A CLASS A COMPUTING DEVICE.

IMPROPER CONNECTION OF THIS KIT OR CONNECTION TO ANY OTHER GAME NOT SO MANUFACTURED OR VERIFIED FOR COMPLIANCE MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND T.V. RECEPTION, REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.

THE P.C. BOARD CAGE SUPPLIED WITH THIS CONVERSION KIT MUST BE UTILIZED AND TERMINATED TO GROUND AT THE TIME OF INSTALLATION.



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